

THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT

User's Manual

How to use the disk—
plus suggestions, hints, & folding instructions

Ready for some high-flying fun? *The Great International Paper Airplane Kit* lets you enter the big-time world of computer-aided aviation. With this fabulous program, you can select an award-winning paper airplane design, emblazon the plane with beautiful designs and insignias, print out your creation, fold it, and fly it. Before long, you'll be ready to create complicated, award-winning planes of your own!

The basic plane designs contained herein were originally published in *The Great International Paper Airplane Book* by Jerry Mander, George Dippel, and Howard Gossage (New York: A Fireside Book, Simon & Schuster, 1967) copyright © 1967 by Sarah Evelyn Aitkin Short Term Trust and Katherine Elizabeth Aitkin Short Term Trust. Folding instructions reprinted by permission of Simon & Schuster.

Copyright © 1985 by Simon & Schuster, Inc. All rights reserved including the right of reproduction in whole or in part in any form. This program, text, and decorative art are based on *The Great International Paper Airplane Construction Kit* for the Macintosh computer, published by Simon & Schuster, Inc. © 1985 by Neosoft, Inc.

HOW TO USE THE DISK

GETTING STARTED

You will need a computer with one or two disk drives, a paint program, and a compatible dot-matrix printer, which should be hooked up and ready to print. (*For a list of printer and interface requirements, see page 5 of this manual.*) Other helpful tools you should keep handy are scissors, adhesive tape, and colored pens or markers. Paper clips are not recommended. These planes will fly amazingly well on their own!

Note: This kit will work just fine with a single disk drive. But you will have to do some disk swapping. A second drive, however, will make your airplane designing and decorating easier and faster.

BACK UP YOUR MASTER DISK

Do not save any pictures or files to the master disk. It is too full to do this. If you attempt this, you will destroy already existing master files, which you do not want to do. Instead, create working disks and back-up disks where you can save your own designs.

To protect your master disk, lock it by placing a write-protect tab towards the edge of the disk. Then, make a back-up copy of your master disk. The quickest way to back up your master disk is to use a disk copy utility to duplicate the diskette. You will need: (1) diskette with copy utility; (2) master disk for airplane kit; (3) blank disk. Insert the copy utility disk into the drive and follow the instructions. Use your usual method to create a back-up disk for the master diskette.

CREATING A PLANE

With *The Great International Paper Airplane Construction Kit* you will be using your paint program, your backup of the airplane disk, and a formatted blank or work disk. The procedure for creating a plane is simple. After you've chosen a basic plane template from the thirteen plane files, load it into the paint program work screen area. Next, select and copy graphics elements, markings, insignias, etc., from files provided on this disk or custom-made by yourself onto a blank area of the template. Then decorate a plane by cutting and pasting graphics designs onto the plane template and adding your own special touches with your paint program.

If you are copying several elements from the clip art files, you may have to save your partially decorated plane and go into one of the graphics files. Copy a piece of clip art, reload your partially decorated

plane, and paste the copy onto the plane. Repeat this procedure to build and create your airplane design piece by piece. When you're done decorating it, print it out, fold it up—and fly it away!

CHOOSING GRAPHICS ELEMENTS

For an example of how to plan your graphics, look at the completely decorated version of Plane E in the Decorated Planes file. It uses two different sets of wheels, a barnstorming pilot, and some fancy wing and tail elements, as well as some touch-ups.

Print out a copy of this plane and fold it as directed. Note how the pilot's legs and the front edge of the bottom of the wings continue across several fold lines. Now unfold the plane to see where those graphics elements were positioned for this result. Here's how you can create an equally ambitious design.

After you've selected a design, it's a good idea to go ahead and print out a blank one, cut it out, and fold it up. Then mark the places on the surface of the plane where you'd like to add graphics. When you unfold the plane, you'll have a layout of exactly where (and facing which direction) to place your graphics designs. This also will help you avoid decorating an area of the plane that is hidden after the plane is folded. Use the dotted folding lines to help you keep track of where you are on the plane layout in the drawing window.

AN IMPORTANT TIP

Complete one side of the plane at a time. For example, when you've finished the right wing, tail, or fuselage section, it's a simple matter to select a large chunk and flip it to the other side of the plane. These techniques save lots of time and create perfectly symmetrical planes. However, don't flip lettering or numbers, or you'll only be able to read them in a mirror! Instead, rotate them to preserve readability.

SAVE FREQUENTLY

Remember to save your plane often, at least every ten minutes, so you will always have a current copy on disk. This will give you the freedom to try out a few daring ideas (like filling in more than one area at a time) and still allow you to recover by reloading your correct plane if you don't like the results. Be sure to save your file before you go to the disk to retrieve clip art from the files.

Printer and Printer-Interface Requirements*

PRINTERS

Apple DMP, Imagewriter
Epson MX, RX, FX, LX, JX
Star Gemini SG
C. Itoh 8510
NEC PC 8027A
Okidata 82 (with Okigraph 1/2 PROMs),
83, 84, 92, 93

PRINTER INTERFACES

Apple Parallel, Super Serial
Apple IIc printer port
Epson APL
MPC-AP 80
Apricorn
Grappler
Kameleon

*The size of your printed planes varies depending upon which printer and interface you use.

The Program

The program disk is ProDOS-based and contains airplane graphics files and a print-out program, stored on both sides of the disk. The airplane files are in standard Apple hi-res graphics format (280 by 192) and can be used with any program that requires standard graphics files, such as MousePaint. The printout program allows you to see any of the planes on the screen and print them out. Make a working copy of each of the two sides of the master disk before continuing and use your working copy from now on.

Starting Up

Insert your copy of side 1 of the program disk into drive 1, and turn on the computer.

Printing and Decorating Planes

The program disk includes a print program that controls your printer and allows you to print out your planes, full size, on 8 1/2" by 11" paper. Remember, though, that without a paint program you can't redecorate the planes. The first time you use the program you will be prompted to set it up to correspond to your printer/printer-interface combinations. If your printer or interface is not listed, you may still be able to print out your planes successfully by experimenting with different alternatives. You will probably find that one of the printer/interface combinations works. Once the program is set up, display and print out the planes of your choice.

You may use MousePaint to create your own planes or to decorate the planes on the program disk. Print them out as described above, after saving them and exiting from MousePaint.

The Airplane Files on the Program Disk

The ProDOS volume name on both sides of the disk is /PLANES. Therefore, to refer to any file on the disk, say DPLANE.A, specify /PLANES/DPLANE.A.

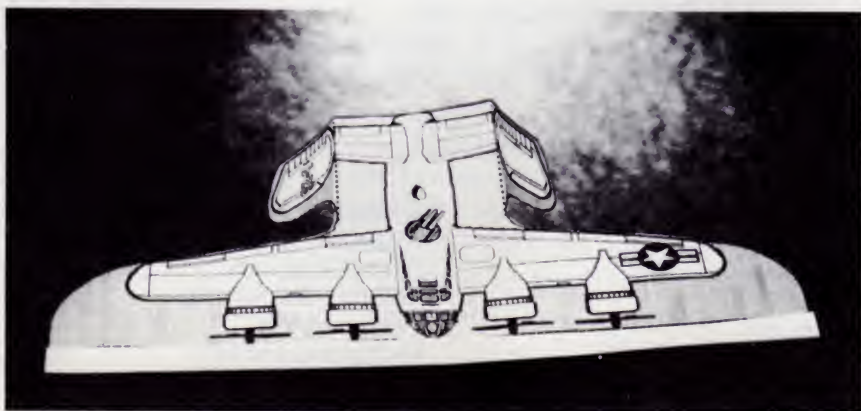
FILE NAME	DESCRIPTION
PLANEx	A selection of undecorated planes
DPLANEx	A selection of decorated planes
HARDWARE	Aircraft hardware
MARKINGS	Aeronautical markings
WINGS1	Wings and tails
WINGS2	More wings and tails

FOLDING INSTRUCTIONS

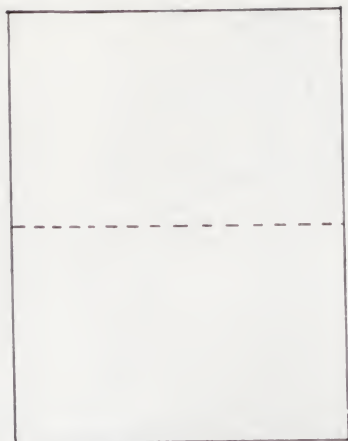
Here are instructions and diagrams for how to fold the 13 planes contained on your disk. An important tip for following these instructions: Since the dotted lines and decorations print on one side of the paper, start the folding with the printed side face-down. Then when you are finished, the decorations will be visible on the outside of the folded plane.

For more advice and suggestions, turn to page 14 in The INSIDE STORY section of your FAST TRACK magazine.

Here is a fully decorated version of PLANE A.



PLANE A



1. Crease sheet down center



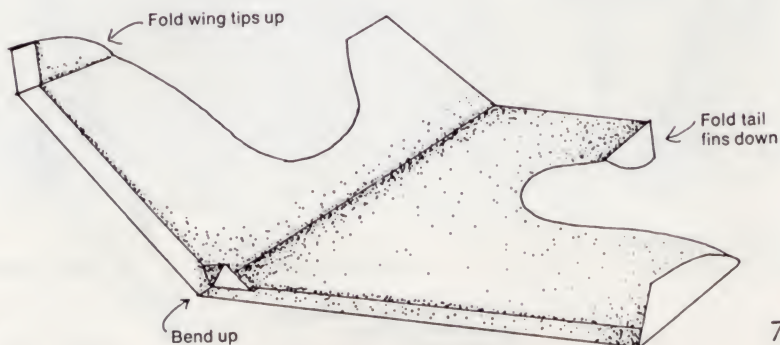
2. Start with a fold



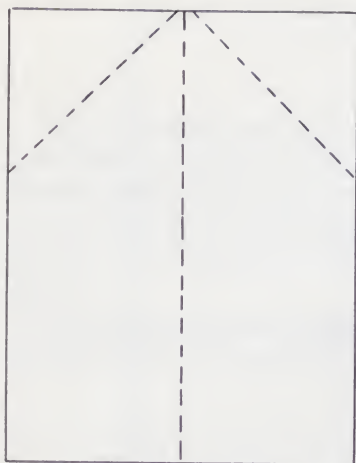
3. Continue folding until about half is left



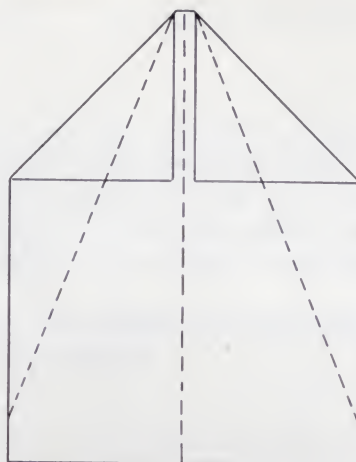
4. Fold in half and cut as shown



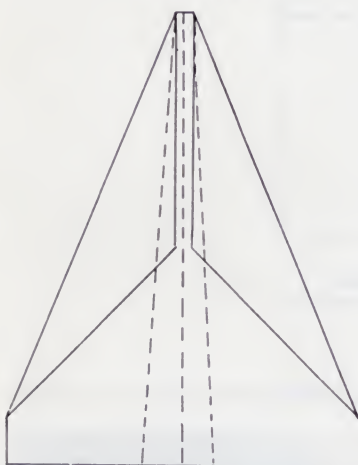
PLANE B



1. Crease on center line.
Fold corners in as shown



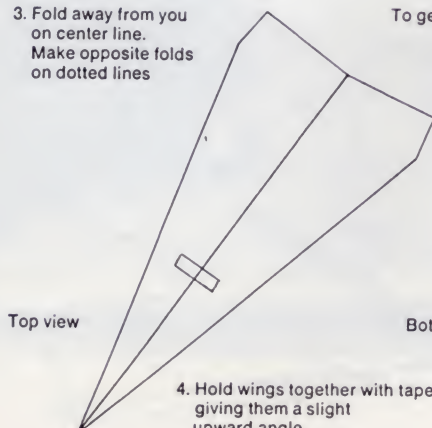
2. Fold again on dotted line



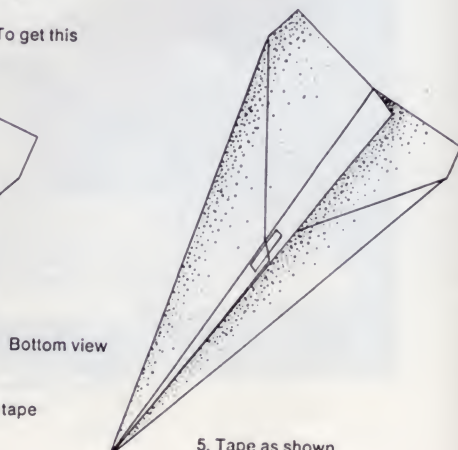
3. Fold away from you
on center line.
Make opposite folds
on dotted lines



To get this



Top view

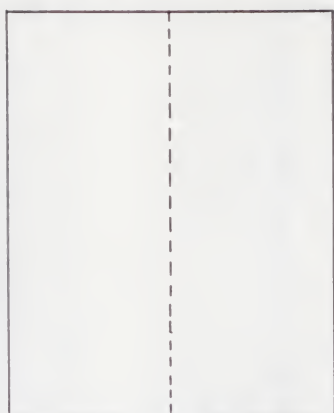


Bottom view

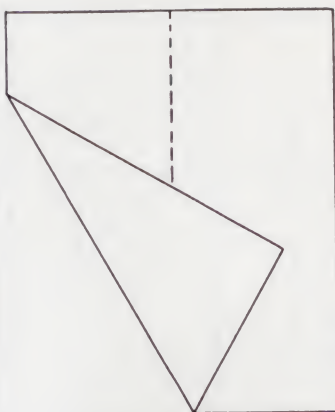
4. Hold wings together with tape
giving them a slight
upward angle

5. Tape as shown

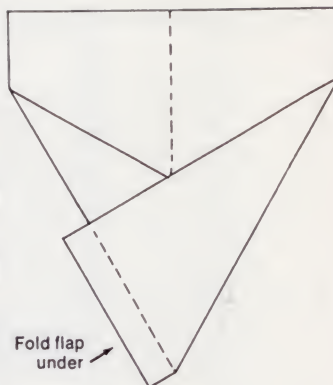
PLANE C



1. Fold sheet on center line and open again

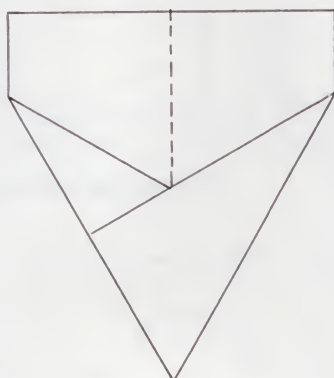


2. Fold corner forward as shown

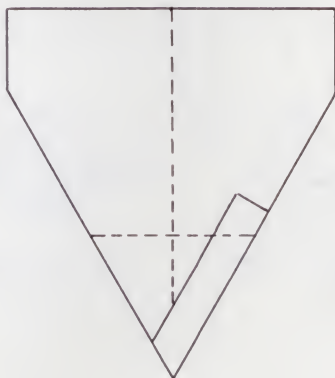


Fold flap under

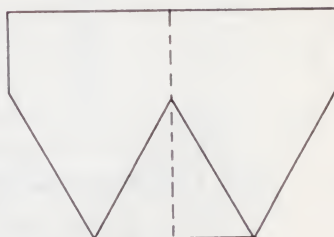
3. Do same to other side



3. Bottom view



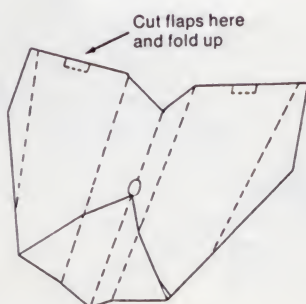
4. Turn plane over



5. And fold nose forward at dotted line

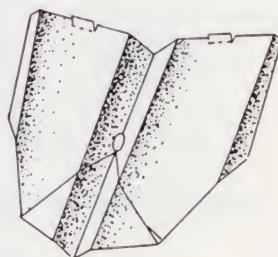


6. Fold on center line



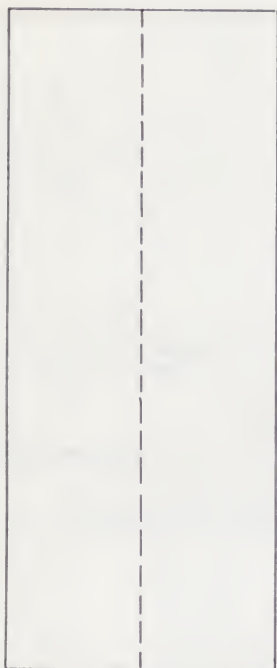
Cut flaps here and fold up

7. And on dotted lines



8. And shape as shown
—cut finger hole as indicated

PLANE D



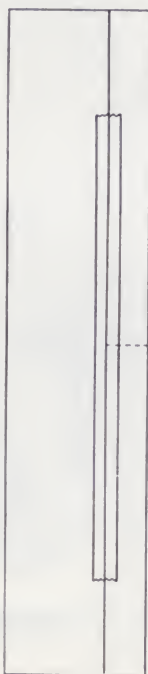
1. Fold in half and open again



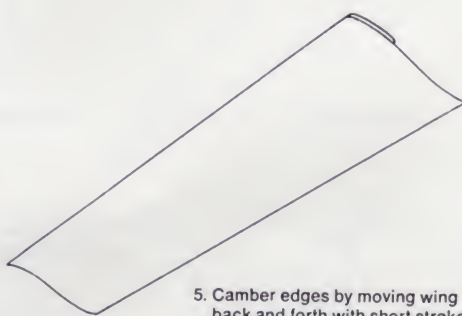
2. Fold one side in half



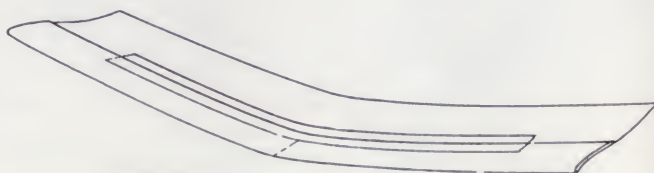
3. Fold same side in half again



4. Fold over again; Tape

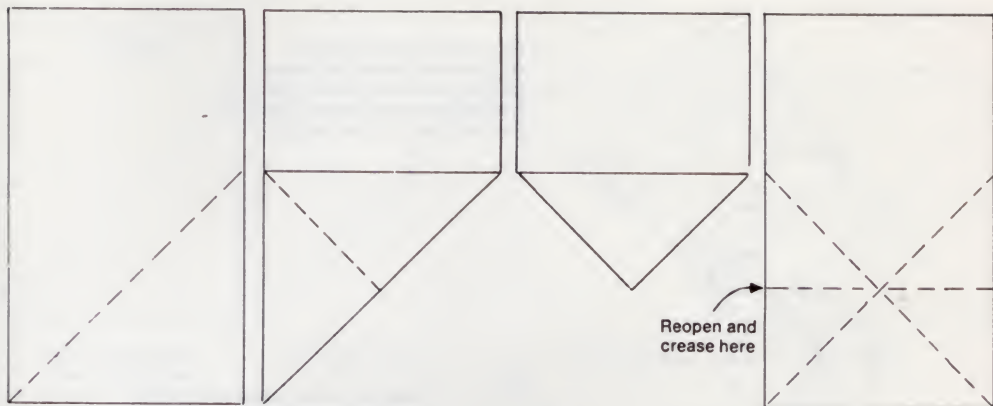


5. Camber edges by moving wing back and forth with short stroke over table edge



6. Crease folded section at center point. Hold between thumb and forefinger and launch with gentle horizontal motion.

PLANE E



1.

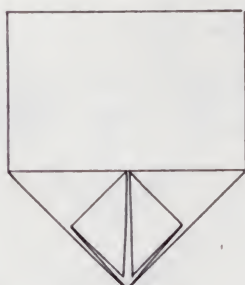
2.

3.

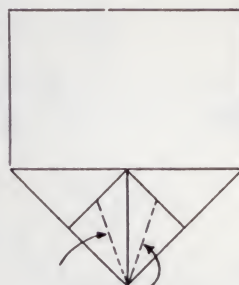
4.



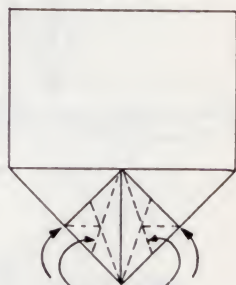
5. Refold on creases to get this



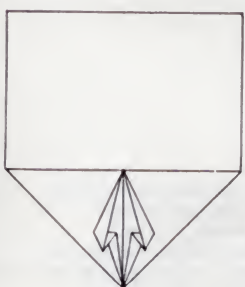
6. Fold points forward



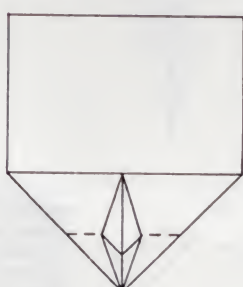
7. Crease here and unfold



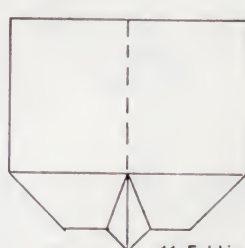
8. And here



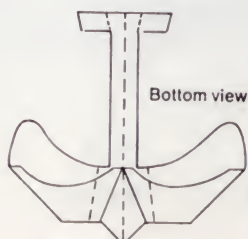
9. Press sides in as shown



10. To look like this.
Turn nose section under
leaving point exposed.

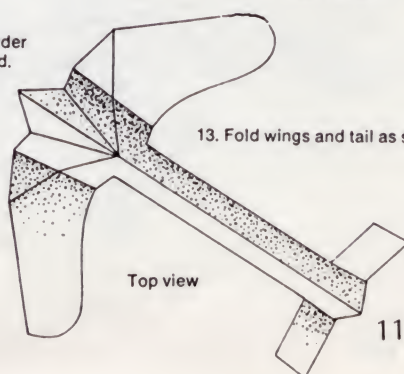


11. Fold in half on center line.
Trim out plane shape
(see pattern)



Bottom view

12. Trim out part
of under wing
to reduce weight

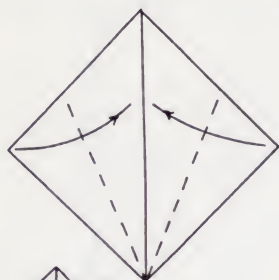


13. Fold wings and tail as shown

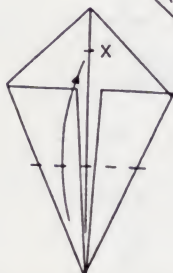
Top view

11

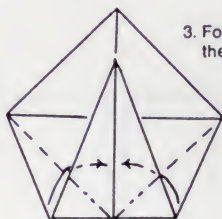
PLANE F



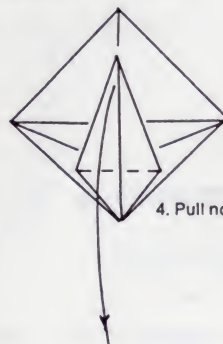
1. Take a square piece of paper.
Make a crease along one diagonal
and fold two sides to this diagonal line
to form the nose and wings of the plane.
See next figure for desired result.



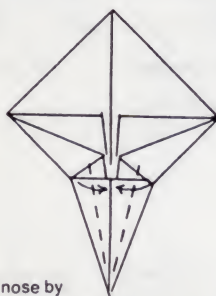
2. Fold the nose of the plane back
to the point marked X.



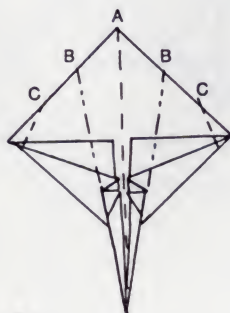
3. Fold over leading edges of the wings;
then tuck in between wing and nose.



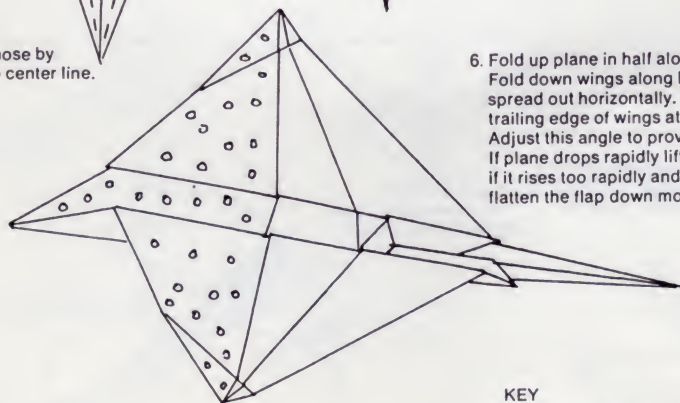
4. Pull nose out forward.



5. Narrow down nose by
folding edge to center line.



6. Fold up plane in half along center line, A.
Fold down wings along B, and then
spread out horizontally. Turn up
trailing edge of wings at slight angle at C.
Adjust this angle to provide proper amount of lift.
If plane drops rapidly lift flap up more;
if it rises too rapidly and stalls,
flatten the flap down more.



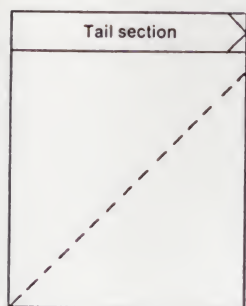
KEY

Fold up

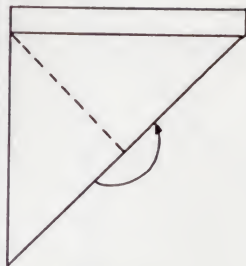
- - - - -

Fold down

PLANE G



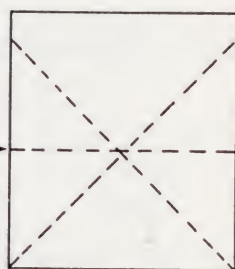
1. Cut out tail section.
Fold on dotted line



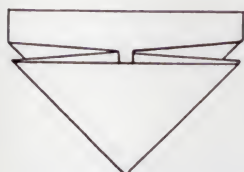
2. Fold corner up ...



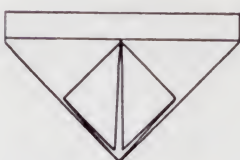
3. To make this



4.



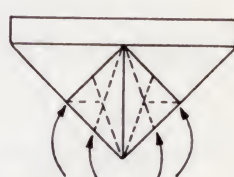
5. Refold on creases to make this



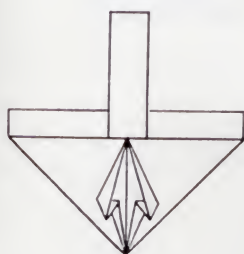
6. Fold points down



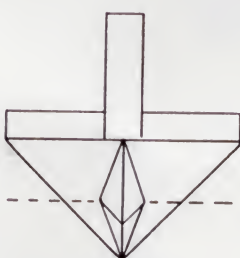
7. Crease here and unfold



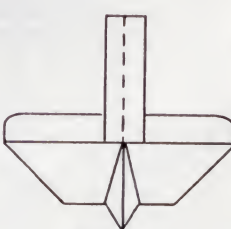
8. And again here



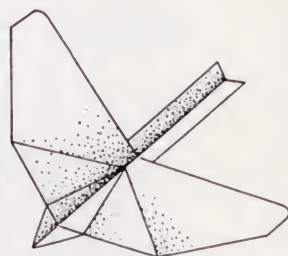
9. Fold in sides
as shown here
to look like next drawing.
Insert tail section
into nose of plane



10. Fold lower section
back under plane
at dotted line leaving
point sticking out



Bottom view

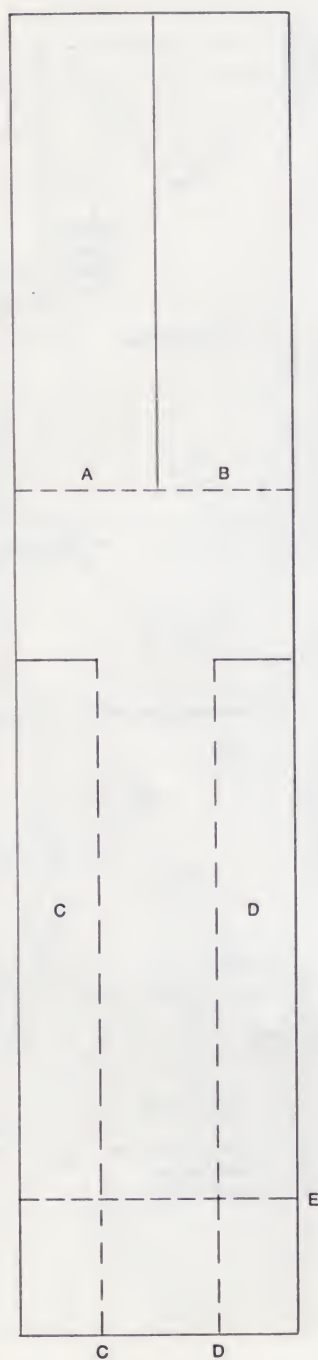


Top view

11. Fold plane and tail
down center
away from you

12. Launch this
side up

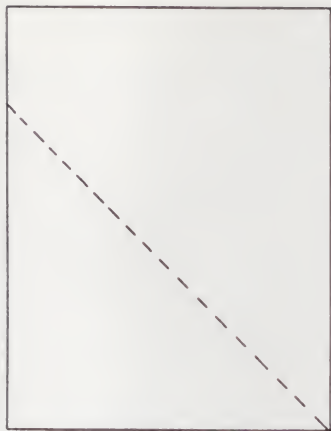
PLANE H



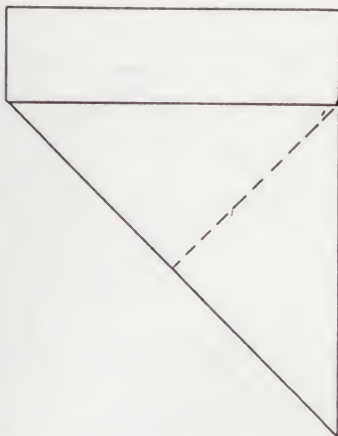
← INSTRUCTIONS

Cut along all solid lines.
Fold A forward. Fold B backward.
Fold C in and overlap by folding D.
After folding C and D fold up at E.
Launch by dropping from high position

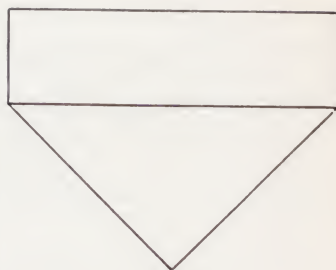
PLANE I



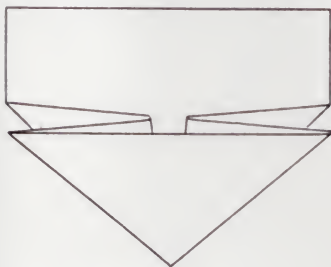
1. Fold up on dotted line



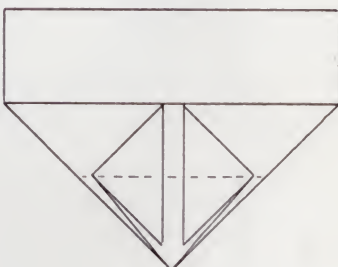
2. Fold again as shown



3. Now you have this.
Open up again and ...



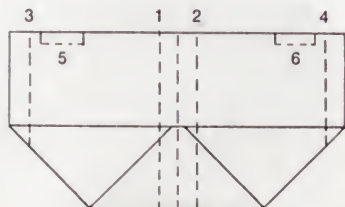
4. See plane E to
help with this fold



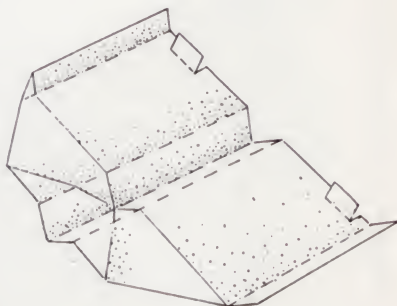
5. Fold corners down
so they don't quite
meet at center



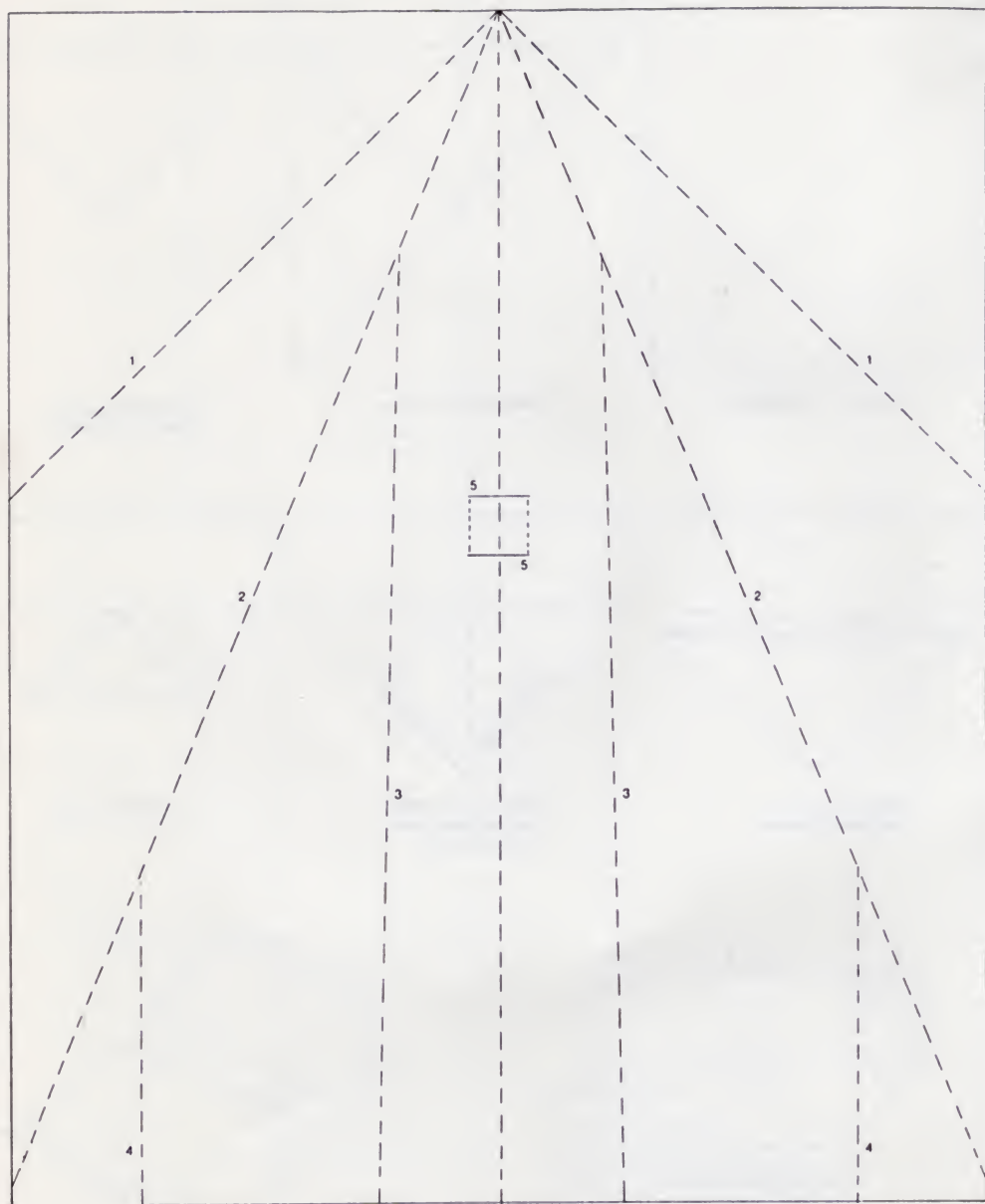
6. Fold point up



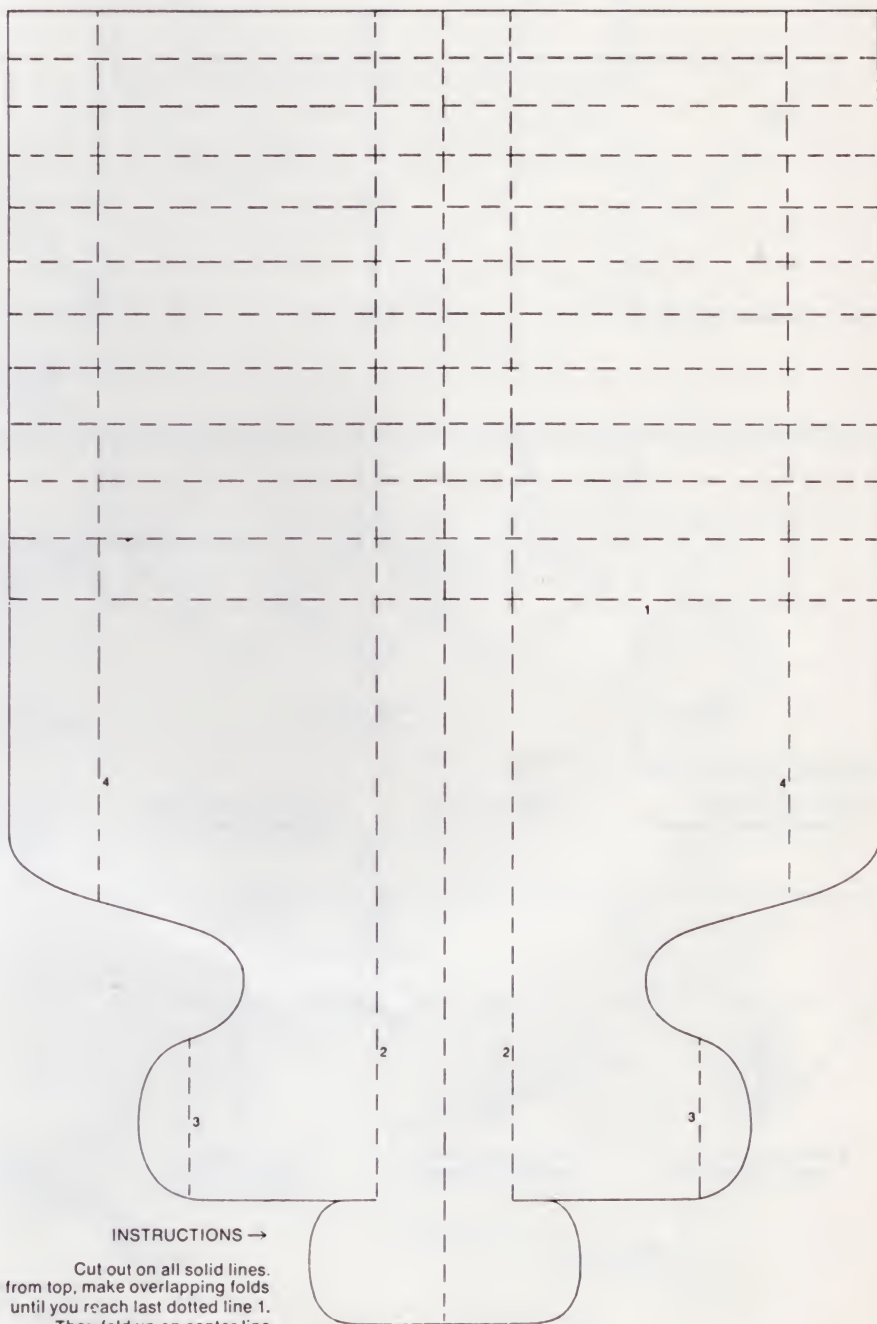
7. Fold up on center line.
Fold wings down
on lines 1 and 2.
Fold wing tips up
slightly on lines 3 and 4.
Cut sides of wing flaps
and bend up slightly
on lines 5 and 6



PLANE J



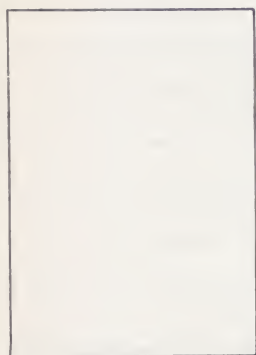
PLANE K



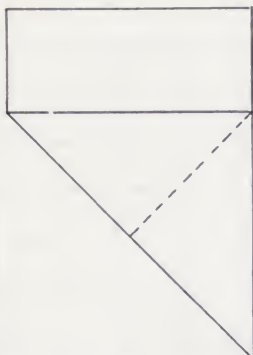
INSTRUCTIONS →

Cut out on all solid lines.
 Starting from top, make overlapping folds
 until you reach last dotted line 1.
 Then fold up on center line
 and down on lines 2 and 3. Tape fold
 together at nose. Work line 4
 to form upward curve.

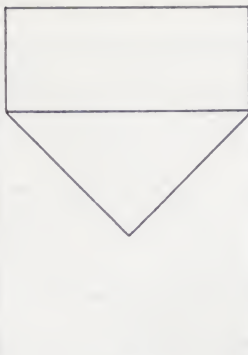
PLANE L



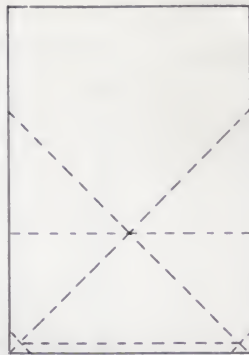
1.



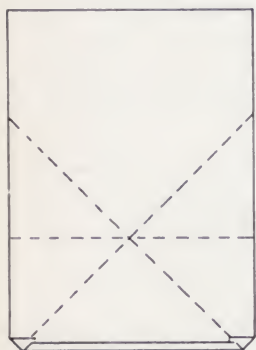
2.



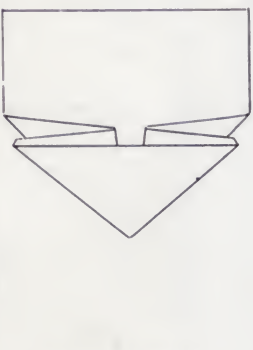
3.



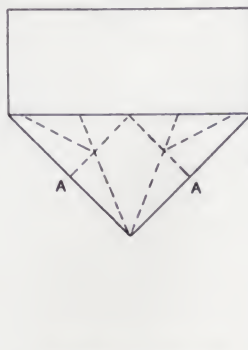
4. Crease along intersection, at bottom corners, and along bottom edge



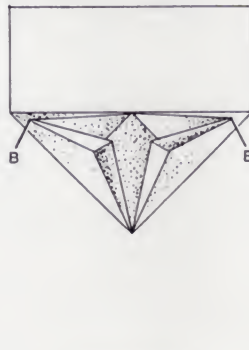
5. Fold in both corners. Fold over the bottom strip



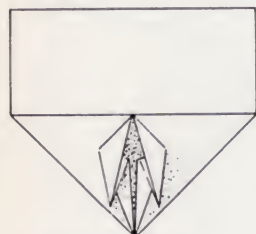
6. Refold to get this



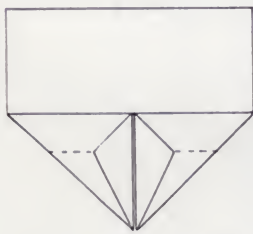
7. Crease along dotted lines. Lift points A and tuck in ...



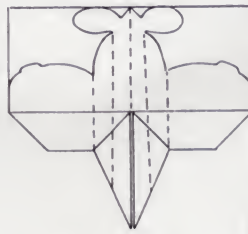
8. Bringing points B forward and down toward bottom point



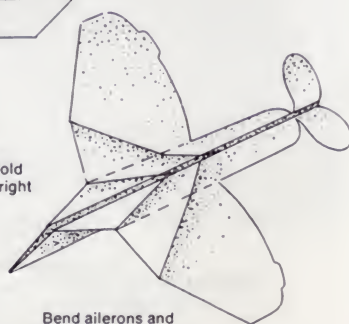
9. Bring two points together to form nose



10. Fold under at dotted line leaving nose exposed

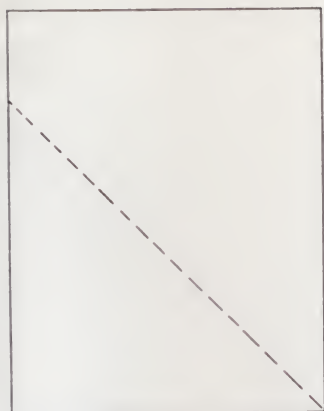


11. Cut out shape. Turn over and fold per drawing at right

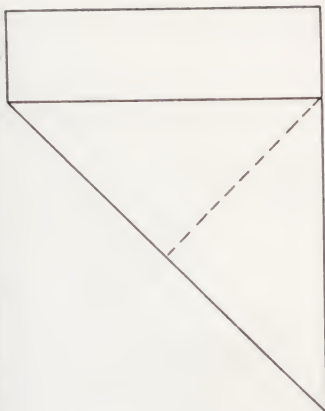


Bend ailerons and elevators to suit

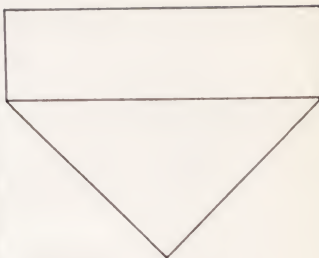
PLANE M



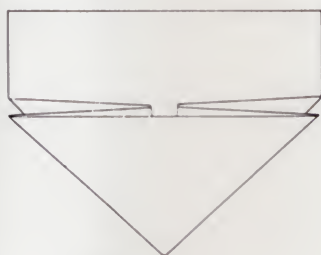
1.



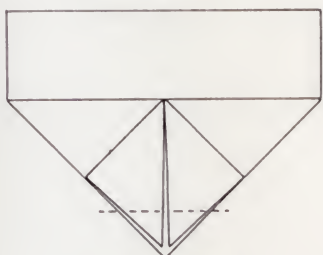
2.



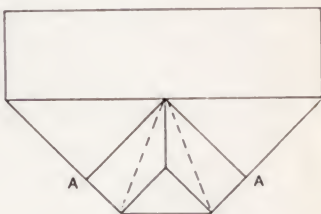
3.



4. See plane E to help with this fold



5. Fold tip over at dotted line



6. Fold points A into center ...



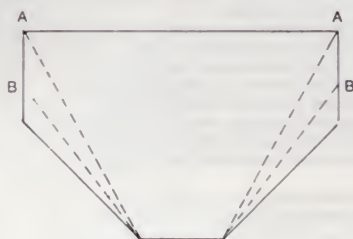
7. Like this



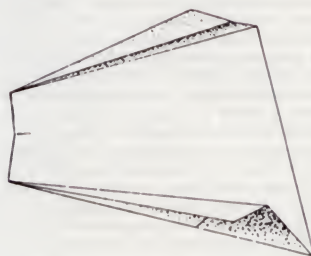
8. Tuck side points into fold of bottom point ...



9. To get this



10. Turn plane over. Score and fold in at A. Score and fold out at B



11. Crease at center of leading edge to give a gentle curve

LIMITED WARRANTY

If you are the original consumer purchaser of a diskette and it is found to be defective in materials or workmanship (which shall not include problems relating to the nature or operation of the Licensed Product) under normal use, Sturges Publishing will replace it free of charge (or, at Sturges Publishing's option, refund your purchase price) within 30 days following the date of purchase. Any request for replacement of a defective diskette must be accompanied by the original defective diskette and proof of date of purchase and purchase price. Neither Sturges Publishing nor Simon & Schuster shall have any obligation to replace a diskette (or refund your purchase price) based on claims or defects in the nature or operation of the licensed product.

The software program is provided "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with You. Should the program prove defective, You (and not Sturges Publishing or Simon & Schuster) assume the entire cost of any servicing, repair, or correction.

Some states do not allow the exclusion of implied warranties, so the above exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Neither Sturges Publishing or Simon & Schuster does warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error-free. Neither Sturges Publishing nor Simon & Schuster, nor anyone else who has been involved in the creation or production of this product shall be liable for any direct, indirect, incidental, special, or consequential damages, whether arising out of the use or inability to use the product, or any breach of a warranty, and neither Sturges Publishing nor Simon & Schuster shall have any responsibility except to replace the diskette pursuant to this limited warranty (or, at the option of Sturges Publishing,) provide a refund of the purchase price.

No sales personnel or other representative of any party involved in the distribution of the Licensed Product is authorized by S & S to make any warranties with respect to the diskette or the Licensed Product beyond those contained in this agreement. *Oral statements do not constitute warranties*, shall not be relied upon by You, and are not part of this agreement. The entire agreement between Sturges Publishing, S & S, and You is embodied in this Agreement.